

IN THE CLAIMS

1. (Currently Amended) An system, comprising:

a processor;

a memory controller hub coupled to the processor;

a graphics controller coupled to the memory controller hub;

a plurality of graphics frame buffers coupled to the ~~memory controller hub~~graphics controller, wherein each graphics frame buffer corresponds to one of a plurality of players of a game application;

a plurality of video frame buffers, the video frame buffer to receive input from a plurality of tuners;

a blending and display unit to receive input from the plurality of video frame buffers and the memory controller hub; and

a plurality of video output units coupled to the blending and display unit.

2. (Original) The system of claim 1, the plurality of tuners to receive input from an RF cable.

3. (Original) The system of claim 2, the plurality of video output units to each include an RF modulator.

4. (Original) The system of claim 3, each of the plurality of video output units to output a video display signal onto the RF cable.

5. (Original) The system of claim 4, wherein each of the plurality of video output units outputs a video display signal onto separate channels on the RF cable.

6. (Original) The system of claim 5, wherein the RF cable is coupled to a plurality of televisions.
7. (Currently Amended) The system of claim 6, further comprising a plurality of game controllers couple to an input/output hub controller, the input/output hub controller coupled to the ~~graphics~~/memory controller hub.
8. (Original) The system of claim 7, wherein at least one of the plurality of game controllers is coupled to the input/output controller hub via the RF cable.
9. (Original) The system of claim 7, wherein at least one the plurality of game controllers is coupled to the input/output controller hub via a wireless connection.
10. (Currently Amended) A method, comprising:
- Associating, by a graphics controller, each of a plurality of graphics frame buffers with a corresponding one of a plurality of players of a game application[[,]] storing images for the viewing perspective of each player in the associated graphics frame buffers; and
- outputting the images associated with each player to a separate display.
11. (Original) The method of claim 10, further comprising blending graphics frames with video frames before outputting the images.
12. (Original) The method of claim 11, further comprising receiving an input from an RF cable at a plurality of tuners.

13. (Original) The method of claim 12, wherein outputting the images associated with each player to a separate display includes outputting the images to a plurality of televisions.

14. (Original) The method of claim 13, further comprising receiving game controller input, the game controller input causing modification of the viewing perspective of at least one of the plurality of players.

15. (Original) The method of claim 14, wherein receiving game controller input includes receiving the game controller input via a wireless connection.

16. (Original) The method of claim 14, wherein receiving game controller input includes receiving the game controller input via the RF cable.

17. (New) The system of claim 1, wherein the graphics controller and the memory controller hub is one integrated device.